



DAEMON LEGIONS

TEST VS BRETO - 1 305 POINTS



1790 pts (36.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Aves** **Special**
 (40 Max) (25 Least) (35 Max) (0 NoLimit)

Characters



HARBINGER OF FATHER CHAOS #1

Harbinger of Father Chaos - Standard - Beast - 25x25mm

210 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Fearless, Light Troops, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	3	5	4	0	4+
Offensive	Att	Off	Str	Ap	Agi
Harbinger	3	5	5	2	5
Hand Weapon					

Options	Battle Standard Bearer
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COURTESAN OF CIBARESH

Courtesan of Cibaresh - Gigantic - Beast - 50x100mm

540 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	, Dominion of Fearless, Supernal, Wizard Apprentice, Avert your GazeLust	
Defensive	HP	Def	Res	Arm	Aeg
	6	7	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Courtesan of Cibaresh	6	7	5	4	7
Razor Tentacles, Hand Weapon					



MAW OF AKAAN

Maw of Akaan - Gigantic - Beast - 150x100mm

555 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	9	Fearless, Supernal, Wizard Apprentice, Dominion of Gluttony	
Defensive	HP	Def	Res	Arm	Aeg
	9	5	5	0	
Offensive	Att	Off	Str	Ap	Agi
Maw of Akaan	6	5	6	2	3
Hand Weapon					

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<i>H rep Spear of Infinity</i>			
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant
<i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].</i>				
<i>The hits from Spear of Infinity gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of Spear of Infinity).</i>				

Model Rules

Aegis:

Avert your Gaze: Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

Devour: For each Health Point loss the model causes with Close Combat Attacks against enemy units, roll a D6 at the end of the Initiative Step. For each rolled 4+, the model gains +1 Health Point. When the model has 18 Health Points or more, all units within 9" immediately suffer 2D6 hits with **Toxic Attacks**, and the model is removed as a casualty.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Dominion of Gluttony: The model **must** reroll natural to-wound rolls of '1' with its Melee Attacks.

Dominion of Lust: The model gains **Strider**. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust **must** reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Arc.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Razor Tentacles: If the attack hits an enemy R&F model and the attacker is Engaged with the target's Flank or Rear Facing, the attacker inflicts additional hits, up to a maximum of 4, with the following rules: • Flank: 1 additional hit for each file of the target's unit after the first. • Rear: 1 additional hit for each rank of the target's unit after the first. • The Strength and Armour Penetration of the additional hits are **always** set to half the attacker's Strength and Armour Penetration respectively, rounding fractions up. • The additional hits do not generate any further hits, and they are Melee Attacks that are distributed onto the target's unit.

Supernal:

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Harbinger of Father Chaos #1



Courtesan of Cibaresh



Maw of Akaan



